World War II Wargames Rules

BOLT ACTION

Armies of IMPERIAL JAPAN

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BOLT ACTION

Armies of IMPERIAL JAPAN

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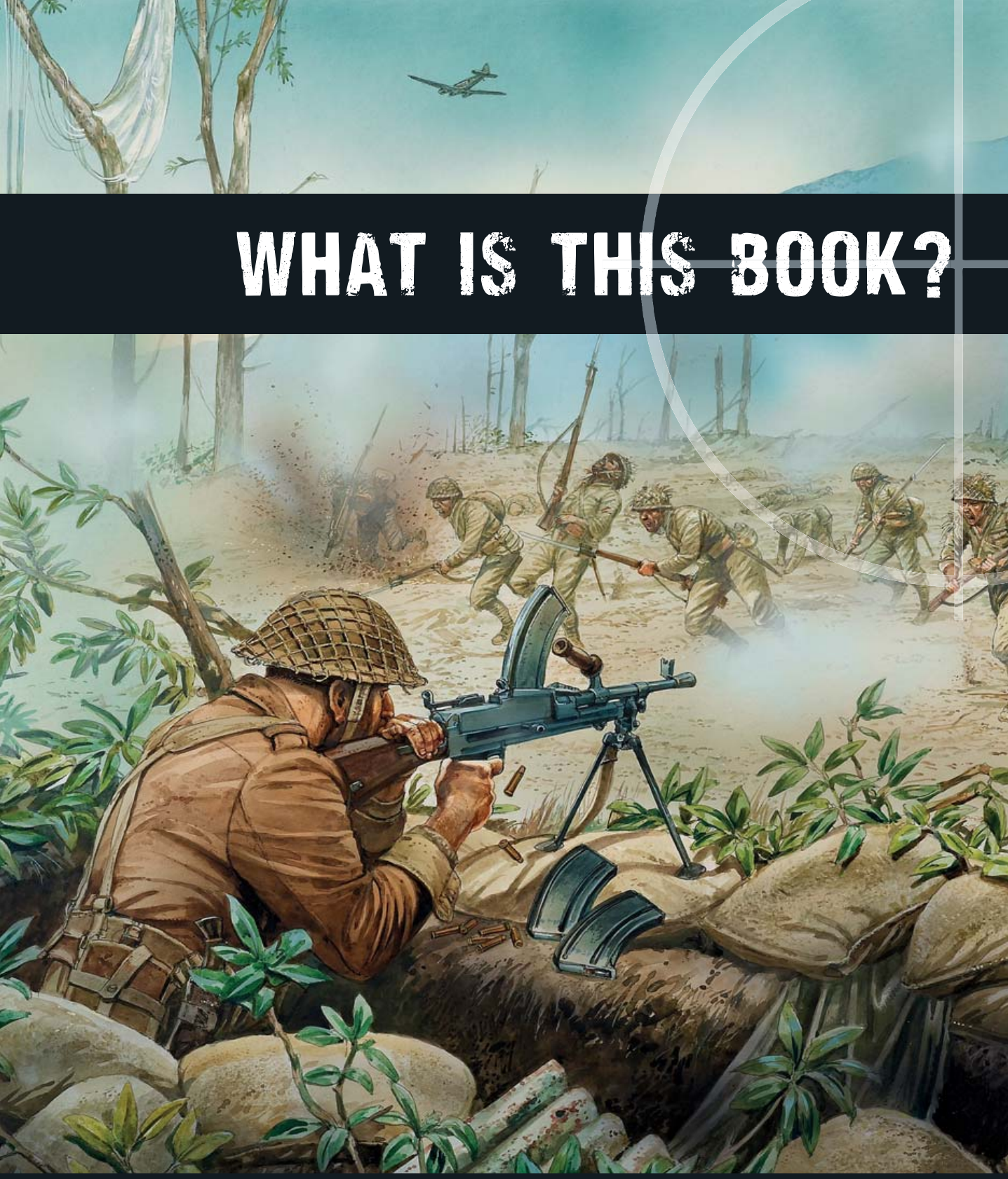
WHAT IS THIS BOOK?



British Bren gun team facing a Japanese banzai charge, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 229: Kohima 1944.

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This is a supplement for the Bolt Action tabletop wargame, and it deals with the Imperial Japanese Army and Special Naval Landing Forces of World War II. Within you will find background and details of Imperial Japanese Army's organisation and equipment from the beginning of the war (the invasion of Manchuria in 1931) to the very end (the dropping of the first atomic bomb in 1945).

Central to this book is its Army List. This includes all the information you will need to play games using the Imperial Japanese Army. This large list details all the main troop types, vehicles and equipment fielded by the Imperial Japanese Army during World War II. Alongside this central list are 12 Theatre Selectors, which give the force details for different periods and theatres of the war. Over more than 14 years of fighting the Imperial Japanese Army changed a lot, with many units and vehicles that were common in 1931 being rendered obsolete by 1945, and the Theatre Selectors allow players to select forces suitable for the theatre they are recreating. To avoid a lot of repetition, the central list includes all the options and rules information, with the Theatre Selectors narrowing this down to the most appropriate.

Even the Theatre Selectors cannot cover every exception and oddity, and are not definitive, but are designed to give a flavour and character to a force when fighting in a particular theatre. Exceptions are perfectly acceptable with agreement between players, but cannot be included in the main lists without becoming the rule.

Banzai! The Imperial Japanese army goes in with sword and bayonet

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THE IMPERIAL JAPANESE ARMY OF WORLD WAR II

Two Type 89B Yi-Go medium tanks and a Type 94 tankette advance towards the Chinese lines, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 169: World War II Japanese Tank Tactics.

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"I shall run wild considerably for the first six months or a year, but I have utterly no confidence for the second and third years."
Isoroku Yamamoto

THE INVASION OF MANCHURIA

Manchuria had long been a disputed region divided between Russia and China, dominated by local warlords, and falling increasingly under Japanese influence. To the Japanese, Manchuria represented an essential source of raw materials, especially coal. Control of the region was seen to be a necessary precursor to Japan's plans for a wider Asian war and, in 1931, Japanese troops invaded and established the puppet state of Manchukuo.

After the defeat of the Chinese in Manchuria, sporadic fighting continued between Japanese and Chinese forces in northern China until 1937 – the beginning of what is known in the West as the Second Sino–Japanese War. The Japanese quickly captured Shanghai, followed by the capital: Nanking. The savagery of the fighting and toll of civilian lives were to become notorious and would do much to turn US public opinion against Japan. As many as 300,000 Chinese lost their lives during the 'Rape of Nanking' between 1937 and 1939.

By the time World War II began in Europe, Japan and China had been in conflict for eight years. The fighting in China had already reached something of a stalemate by 1939, with rival armies of the Chinese Communists and Nationalists (the Kuomintang, or KMT) putting aside their differences to oppose the Japanese invasion. The Chinese were armed or assisted by various foreign powers including Germany, Russia and America. Japanese and Russian forces clashed on the Manchurian/Mongolian borders in 1939, resulting in the battles of the Khalkhin Gol where the Red Army decisively defeated the Japanese at Nomonhan.

A Type 97 Chi-Ha prepares to ambush the British

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WAR IN THE SOUTH

The Japanese Army's humiliating defeat at the hands of the Russians was to have profound effects upon the course of the war both in Europe and Asia. Fearful of facing enemies to east and west, the Russians concluded a non-aggression pact with Germany and collaborated with them in the Partition of Poland. Meanwhile, the Japanese setback undercut the influence of those in the Japanese Army who argued for a strategy of conquest in the north, boosting the authority of those who favoured a strategy based on the south and the Pacific. With the European colonial powers embroiled in war elsewhere, and American metal and oil embargoes choking Japan's industry, the scarcely defended resources of southern Asia were identified as Japan's new target. As a result of this change of strategy, the Japanese concluded a non-aggression pact with Russia that would hold until the Russian invasion of Manchuria during the very last days of the war.

The attack upon Pearl Harbor on 7 December 1941 opened hostilities between the United States and Imperial Japan, and signalled the start of Japan's conquest of southern Asia. At the same time, the Japanese attacked the Dutch East Indies, the US-controlled Philippines, and the British colonies of Hong Kong and Malaya, resulting in the first major land battle of the campaign against the Indian Army at Kota Bharu. Everywhere, the Japanese were victorious, forcing their enemies into a rapid retreat.

THE BURMA CAMPAIGN

By January 1942, Japanese armies were poised to begin the push through Burma and toward British-controlled India. The Burma campaign would prove to be one of the longest and toughest of the entire war and would absorb a considerable portion of the Japanese fighting strength. On the Allied side, the Burma campaign involved British Commonwealth, Chinese and American armies. The fighting in Burma and subsequent attempted invasion of India took its toll upon the Japanese. From late 1944 the Allies would turn to the offensive, and soon the invaders were in full retreat. A major offensive was launched to capture Rangoon in April 1945 following the battle of Central Burma, but by then the Japanese had already abandoned the city. By the time the Allies were ready to conclude the campaign, events elsewhere were to put an end to the war and all further conflict.

THE SOLOMON ISLANDS AND NEW GUINEA

In the first six months of 1942 the Japanese invaded New Guinea and took possession of the Solomon Islands lying in a long chain to the east. The region was of strategic importance to Japan's navy, and control of the region would effectively place Australia under a blockade. This was an intolerable position for the Allies, cutting off communications and supplies, and paving the way for the potential invasion of Australia itself. The Australians fought tenaciously in New Guinea, beating back a Japanese attack at Milne Bay in September and inflicting the first defeat on the Japanese by Allied forces.

While fierce fighting continued in New Guinea, the Americans attacked at Guadalcanal in the Southern Solomon Islands: the first major offensive undertaken by the Allies against the Japanese. Although the Japanese fought with a tenacity that would come to characterise the whole Pacific War, they were eventually defeated and the island fell to US forces in February 1943. Guadalcanal was the first US victory on the ground and the beginning of a long series of amphibious operations or 'island hopping' that would lead all the way back to Japan itself.

DEATH BEFORE DISHONOUR

Japanese armed forces saw death in battle differently than their Western opponents. This can be seen in the various terms by which Japanese bulletins refer to soldiers lost in battle.

'Senbotsu' is best translated with the term 'killed in action'. 'Gyokusai', however, is a more interesting word, meaning 'to die gallantly as a jewel shatters'. For the Japanese soldier, this would mean that in a hopeless situation one would rather be killed than surrender.

However, the Japanese culture did not expect a soldier to waste his life in vain. Consequently there is the term 'tai-atari' (literally, 'body crashing' or 'ramming one's vessel into the enemy'). There are countless stories about duty-bound Japanese soldiers who, wounded, would explode a grenade when enemy troops came near, performing a 'jibaku' ('self-destruction while also hurting the enemy').

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Japanese forces, Burma (L–R): Corporal, 55th Infantry Division; Private 2nd Class, 214th Infantry Regiment, 55th Infantry Division; Lieutenant, 18th Infantry Division, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 362: The Japanese Army 1931–45 (1).

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THE PACIFIC – ISLAND HOPPING

The US Marines were to fight a series of amphibious campaigns across the Central Pacific, starting with the assault upon Tarawa to the south of the Marshall Islands. Each island captured provided the US Navy with a base from which to attack the next island, and so on, gradually advancing towards Japan itself. The defenders soon gained a reputation for tenacity in the face of overwhelming odds. The Japanese soldier's refusal to surrender in the face of defeat forced the Americans to bring overwhelming forces to bear on even the smallest patch of sand and rock.

The battles that raged across the Marshall Islands and the Marianas were hard-fought affairs, but all ended in the same way: with victory for the Americans and virtual annihilation of the Japanese. Typical of such battles was Saipan where fewer than 1,000 of more than 30,000 defenders were taken alive, and more than 20,000 Japanese civilians committed suicide rather than fall into American hands. Faced with such uncompromising fanaticism the Americans responded with massive bombardment from the air and sea.

Following the capture of the Marshall Islands, the Philippines were liberated and US forces drew ever closer to Japan. Major battles were fought at Guam, Iwo Jima and Okinawa. Okinawa was a key stepping-stone that would be used as a base of operations in the projected invasion of the Japanese mainland. For the Japanese it was a last-ditch defence, and was to prove the bloodiest battle of the whole campaign. Japanese casualties amounted to more than 100,000 killed, wounded and captured – the majority dead.

HIROSHIMA AND SURRENDER

If Japanese forces were to defend their homeland with anything like the fanaticism with which they had defended islands such as Saipan, Iwo Jima and Okinawa, the invasion

Semper Fi! US Marines assault the Japanese lines

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of Japan would be a bloody affair indeed. Estimates of US military casualties ranged as high as a million men, while the toll amongst Japanese troops and civilians was impossible to predict. All question of invasion was ended with the dropping of two atomic bombs. At the same time, the Russians declared war and invaded Manchuria, rapidly overrunning the by now considerably depleted defenders.

The formal surrender was signed on 2 September 1945 aboard the battleship USS *Missouri* in Tokyo harbour. The War in the Pacific – and with it World War II – was over.

CHERRY BLOSSOMS

As bad as conventional kamikaze attacks were, the Japanese developed even more dangerous weapons for this form of combat. Fortunately for the Allies, there was too little time to develop and mass-produce these specialized weapons before the war ended.

One weapon that did get into production was the MXY-7 Okha ('Cherry Blossom'). The Okha was made of wood and consisted of a 2,600–pound warhead, a cockpit and very simple controls. It was a small, rocket-powered aircraft that was usually carried underneath a 'Betty' bomber to within 37km of its target. On release, the pilot would first glide towards his target, then ignite one or all three of the Okha's rockets. It could strike an enemy formation at more than 500 (600 in a dive) miles per hour. This made it almost impossible for interceptors or anti-aircraft guns to stop it.

All in all, more than 850 Ohkas were produced. Fortunately, the ill-trained pilots had trouble controlling the Okha and only a handful were ever launched.

Battle-weary US Marines prepare to receive a furious Banzai charge

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ARMY LIST

Japanese reconnaissance patrol, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 156: World War II Combat Reconnaissance Tactics.

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This list is based upon the troops and equipment available to the Imperial Japanese Army and Navy forces throughout the war in Asia and the Pacific. The Japanese Army began the war with infantry equipped with bolt-action rifles, light machine guns, grenades and all the paraphernalia of modern warfare. By 1945, desperate soldiers faced tanks with lunge-mines, militia squads armed with bamboo spears prepared to defend the homeland, and surrounded troops who were out of ammunition would fix bayonets and charge enemy machine guns rather than surrender or retreat.

This is the official Bolt Action Army List for the forces of World War II. Players can pick an army in either of two ways:

- Use the Reinforced Platoon list from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon list is repeated below.
- Instead of using the generic Reinforced Platoon list, use any one of the Theatre Selectors on pages 40–56 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you want to play. The first method uses the generic list and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

LACK OF WEAPONS IS NO EXCUSE FOR DEFEAT

"The struggle has developed into a fight between the material strength of the enemy and our spiritual strength. Continue in the task until all your ammunition is expended. If your hands are broken, fight with your feet. If your hands and feet are broken, use your teeth. If there is no breath left in your body, fight with your spirit. Lack of weapons is no excuse for defeat."

This 'encouraging' extract from General Renya Mutaguchi's order of the day to his 15th Army during the closing days of the battle of Kohima encapsulates an attitude that was common amongst many Japanese commanders.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Flamethrower team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery
0–1 Transport vehicle or tow (soft-skins or armoured) **per** infantry and artillery unit in the reinforced platoon

ARMY SPECIAL RULES

DEATH BEFORE DISHONOUR

Many Japanese soldiers and officers believed that a display of will through personal sacrifice would win the war for Japan. An appropriate offer in blood would at least ensure a spiritual victory.

Every unit in this list has the *Fanatics* special rule, as described on page 70 of the Bolt Action rulebook. In addition, infantry and artillery units automatically pass morale checks for being assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

BANZAI CHARGE

Japanese forces used massed, frenzied charges often with the cry 'Banzai!' These charges were sometimes effective, but more often were simply a waste of good men.

If a Japanese infantry unit is ordered to Run towards (or Charge) the closest visible enemy, any Order test for that move is automatically passed, as if the unit had rolled a double one.

All models in the unit must then be moved directly towards one of the models in the target unit, and must make contact with the target unit if possible.

Note that a unit can be ordered to Run/Charge in another direction, but in that case it will follow the normal rules and the *Banzai Charge* rule has no effect.

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US Marines and Imperial Japanese infantry clash for control of a key village

AMBUSH TACTICS

Japanese infantrymen were masters at using cover to set ambushes and spring surprise attacks on the enemy. Also, it soon became apparent to the Japanese that their tanks were no match for the M3 Lee, M4 Sherman and Matilda tanks that opposed them. The only recourse was to attempt to conceal tanks amongst undergrowth or in other cover, and ambush enemy vehicles.

During set-up, any Japanese unit starting the game Hidden (as described on page 117 of the Bolt Action rulebook) may start the game already in Ambush. If you decide to do so, set one of your Order Dice in place next to them, as if you had ordered them to Ambush.

SHOW YOUR LOYALTY!

Imperial Japanese armies can include Kempeitai political officers as noted in the relevant Theatre Selectors.

Kempeitai officers don't confer any Morale bonus to nearby troops. However, the presence of these feared officers is useful in steeling the nerve of untried units, such as militia. If a *Green* friendly Japanese unit within 6" of the Kempeitai officer rolls for its *Green* special rule, the player may re-roll the result.

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Ambush! A Chindit patrol fails to notice the heavily camouflaged Japanese until it's too late

TYPES OF UNIT

The list is divided into categories as follows:

81mm medium mortar team

1 Infantry	Headquarters units Infantry squads & teams
2 Artillery	Infantry guns and howitzers Anti-aircraft guns Anti-tank guns
3 Vehicles	Assault Guns and Tank Destroyers Tanks Tankettes and Armoured Cars Anti-aircraft vehicles Transports and tows

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INFANTRY

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

Imperial Japanese officers were capable and often experienced leaders that could have a very dramatic effect on their soldiers. An officer unit consists of the man himself and can include up to two other soldiers acting as his immediate attendants. Because of the high quality of the majority of Japanese officers we rate them as Regular or Veteran. Most officers used the 8mm Type 14 pistol – an improved model of the Nambu pistol. It was produced in large numbers and was used by the IJA until Japan's surrender.

Cost: Second Lieutenant (Rikugun Shoi) 50pts (Regular), 65pts (Veteran)
First Lieutenant (Rikugun Chui) 75pts (Regular), 90pts (Veteran)
Captain (Rikugun Taii) 110pts (Regular), 125pts (Veteran)
Major (Rikugun Shosa) 150pts (Regular), 165pts (Veteran)

Team: 1 officer and up to 2 further men

Weapons: Pistol, submachine gun or rifle as depicted on the models. In addition, if the officer model has a sword, he has the *Tough Fighter* special rule (see page 70 of the Bolt Action rulebook)

Options:

- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)
- A Captain or Major may be mounted on a horse for +5pts, gaining the *Cavalry* special rule (see page 71 of the Bolt Action rulebook)

OFFICERS

Throughout history, in most armies the officers were generally taller than the troops. This was because the officers were usually recruited from the wealthier classes, where they received a better diet than the poorer men they commanded.

This was not the case in the Japanese Army. Officers had to pass through the dreaded Military Academy at Ichigaya where the day began at 5:30am and went on relentlessly until 10pm. All stressed the same dedication to 'spirit' rather than the mundane matters of flesh and blood. Physical training was a minor religion and, even in the winter, it was done bare-chested.

Worst of all were the bland and skimpy rations. As a result, Japanese officers were indeed a tough bunch, but their weight averaged 128 pounds and their height five feet four inches.

KEMPEITAI POLITICAL OFFICER

A much-feared political police force, the Kempeitai was also heavily involved with the training and indoctrination of militia units. Their brutal and often cruel methods, together with the brainwashing effect of their propaganda, were aimed at ensuring that even poorly armed and barely trained Japanese civilians would become a threat for invading forces.

Cost: 15pts (Inexperienced)

Team: 1 Kempeitai political officer and up to 2 further men.

Weapons: Pistol, submachine gun, or rifle as depicted on the models.

Options:

- The political officer may be accompanied by up to 2 men at a cost of +7pts per man

Special Rules:

- *Show your Loyalty!* (see page 15)

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. As non-combatants, medics often did not carry weapons – but the practicalities of war sometimes led to medical staff carrying pistols for their personal protection. We rate them as Regular or Veteran.

Cost: Medic 23pts (Regular), 30pts (Veteran)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Regular or Veteran, those of lesser ability being unlikely to find themselves in such an important position.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Air Force Forward Observer 75pts (Regular), 90pts (Veteran)

Team: 1 Forward Observer and up to 2 further men

Weapons: Pistol, submachine gun, rifle, or assault rifle as depicted on the models

Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

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Your war is over! A wounded Chindit is taken prisoner

INFANTRY SQUADS & TEAMS

During the initial phase of the Pacific War the Japanese soldier excelled over his enemies. He quickly adapted to jungle fighting that was very different from the kind of warfare he was used to in China and Manchuria. He was supported by a technically advanced air force and transported across the sea by a powerful and modern navy. His opponents appeared badly organised and often indecisive. Everywhere he was triumphant.

This period of unrivalled supremacy was not to last. Soon, the Imperial Japanese Navy was to meet its match in battle and, with US domination of the ocean, the Japanese Army became almost immobilised. Similarly, Japanese aircraft no longer controlled the skies, and all too often the brave infantryman was left alone to defend or die.

Even as the tide of war turned against him, the typical Japanese soldier continued to fight with undiminished vigour and selfless courage. Soldiers surrounded by the enemy would expend every bullet and still refuse to surrender, preferring to go down fighting with grenades or by making a suicidal charge with fixed bayonets.

SHIN GUNTO

The sword was an important weapon for a Japanese officers and NCOs – and not always purely symbolically either! A new pattern of military sword – the Shin Gunto ('new army sword') – was introduced in 1934 and carried throughout the war. The sword was closely modelled on the traditional katana of the Kamakura period (12th–14th centuries AD). Coloured tassels fastened to the hilt indicated different ranks.

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Japanese forces, Pacific Islands (L–R): Private 2nd Class, 91st Infantry Division, Kurile Islands; Major, 38th Independent Mixed Brigade, Bougainville; Acting Leading Seaman, 7th Sasebo SNLF, Tarawa Atoll, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 369: The Japanese Army 1931–45 (2).

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Imperial Japanese infantry squad

IJA INFANTRY SQUAD

The Imperial Japanese Army (IJA) formed the largest component of the Imperial Japanese forces and provided the bulk of the manpower. The 'Type B' IJA infantry squad normally consisted of 13 men: an NCO (usually a corporal or Go-Cho) armed with a rifle or (rarely) a submachine gun, 11 riflemen armed with Asikara Type 38 or Type 39 rifles and a man armed with a Type 96 light machine gun. 'Type A' squads were larger, including 15 men in total. The entry below allows you to field either type.

The Type 96 Light Machine Gun replaced the Type 11 in 1936, the earlier weapon having proven liable to ingress of dirt with a consequent tendency to jam. With the Type 96, an oiling mechanism was introduced supposedly to ease matters, but this didn't really address the problem, and the new weapon proved just as prone to malfunction as its predecessor. This led to the introduction of the Type 99 in 1939.

Cost: Regular Infantry 70pts
Composition: 1 NCO and 6 men
Weapons: Rifles
Options:

- Add up to 8 additional men with rifles at +10pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The entire squad may be mounted on bicycles for +1pt per man
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)
- Bicycles: Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot

IJA VETERAN INFANTRY SQUAD

The Japanese Army had been engaged in almost constant warfare from 1931. Many officers and men had direct experience of combat prior to 1941. Even replacements and new recruits would find themselves amongst experienced men who could share their hard-won combat skills.

Cost: Veteran Infantry 91pts
Composition: 1 NCO and 6 men
Weapons: Rifles
Options:

- Add up to 8 additional men with rifles at +13pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The entire squad may be mounted on bicycles for +1pt per man
- The squad can be given anti-tank grenades for +2pts per man

JAPANESE INFANTRY FORMATIONS

The Allies considered Japanese formations to be of three basic categories: Types A, B and C. Type A was the army in China and Manchuria. Type B was the army of the Far East and Pacific – the formations that fought the Commonwealth and American forces. Type C referred to garrison divisions stationed in China. Each type had different levels of supporting arms, but it is with the main 'B' type that we are primarily concerned in this Bolt Action supplement. Provisions for fielding 'A' and 'C' formations are made within the lists where appropriate.

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Special Rules:
- Tank hunters (if anti-tank grenades taken)
- Bicycles: Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot

IJA GRENADIER SQUAD

Many IJA Platoons used dedicated grenadier squads. The 'Type B' grenadier infantry squad was composed of 16 men: an NCO (usually a corporal or Go-Cho) armed with a rifle or (rarely) a submachine gun, and 15 riflemen armed with Asikara Type 38 or 39 rifles. Additionally, three riflemen carried the famous knee mortar – the Type 89 grenade launcher. Although the Type 89 launcher was commonly used throughout the Pacific Theatre, it was often ineffective in dense jungle fighting because the impact fuse with which its shells were fitted tended to detonate on striking the jungle canopy. As usual, the entry below also allows the player to field the larger 'Type A' formations.

Cost: Regular Infantry 50pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 13 additional men with rifles at +10pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 3 men can have a light mortar for +25pts each – for each light mortar included, another man becomes the loader
- The entire squad may be mounted on bicycles for +1pt per man
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken).
- Bicycles: Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot

The assault goes in under the cover of an 81mm mortar

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IJA VETERAN GRENADIER SQUAD

Battle-hardened troops were in no short supply during the battles in the Far East and Pacific, many units having served in China and Manchuria even before the start of World War II.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 13 additional men with rifles at +13pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 3 men can have a light mortar for +25pts each – for each light mortar included, another man becomes the loader
- The entire squad may be mounted on bicycles for +1pt per man
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)
- Bicycles: Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot

SNLF SQUAD

The marine troops of the Japanese Navy were known as the Special Naval Landing Force (SNLF) and formed a part of the Navy Land Forces. It was founded in the 1930s as a means of providing armed troops that could be landed from ships without having to use armed sailors and thereby reducing a ship's crew. SNLF troops were amongst the best of all Japan's fighting men. They were deployed in amphibious landings during the war against China, and later during the annexations of overseas Dutch, British and American territories during 1941 and early 1942.

Careful planning and the element of surprise were an essential part of the SNLF's success. Identifying good coastal sites where they could land unopposed was key to effective operations. SNLF troops lacked the firepower to mount the kind of assaults that the US Marines were to unleash upon the Japanese. If they were unlucky enough to encounter a determined defence, they would often be defeated.

SNLF troops were as fanatically loyal and just as determined to embrace 'death before dishonour' as soldiers of the Imperial Japanese Army. Units that ran out of ammunition would resort to hand-to-hand fighting rather than surrender. As a result of this uncompromising attitude, casualties were often heavy, and positions that might have been saved by careful harbouring of resources were instead lost.

The final SNLF assault of the war was made against the Australians at Milne Bay in New Guinea where they were met and defeated by a determined defence. After this, the SNLF were often reduced to the status of garrison troops throughout the Pacific, where many were to fall resisting the US Marines.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 7 additional men with rifles at +13pts each
- The NCO and 1 man can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)

DUAL-WEAPON SQUADS (LATE-WAR)

During the late stages of the war (i.e. from 1944) the Japanese no longer fielded dedicated Grenadier squads. Instead, dual-weapon platoons were encountered. These formations were based on the Type B battalion formations, but included Type 89 grenade launcher in the rifle squads.

In game terms, to represent a late war force you must, first of all, not include any Grenadiers in your entire force – this allows you to include dual-weapon squads. Any IJA Infantry Squad, IJA Veteran Infantry Squad or SNLF Squad in your force has the following option, in addition to all other options normally available:

- Up to 1 man can have a light mortar for +25pts – another man becomes the loader.

EQUIPMENT DESIGNATIONS

Japanese military equipment was identified by a Type number. This number indicated the year in which it was introduced – using the Imperial calendar counting from the traditional foundation of Japan in 660 BC. Thus, 1940 was equivalent to the Imperial year 2600. In 1873 the Japanese aligned the Imperial calendar to the Gregorian calendar, meaning that years were the same length and began on the same day.

Up until 1940/2600 the last two digits of the Imperial year formed the Type number for each kind of weapon. This was usually based on the year of introduction, although occasionally on the inception date. For example, the Type 89 Medium Tank was introduced in 1929. Type 100 was the designation for 1940, after which only the final digit of the year was used, for example Type 1 for 1941, Type 2 for 1942 and so on.

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Japanese forces, Pacific Offensive (L–R): Sergeant-Major, infantry, Borneo; Superior Private, infantry, Java; Seaman 2nd Class paratrooper, 1st Yokosuka Special Landing Unit, Celebes, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 362: The Japanese Army 1931–45 (1).

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Jungle fighter squad

SNLF GRENADIER SQUAD

The SNLF also had Grenadier Squads, much in the same fashion as the troops of the Imperial Japanese Army.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 8 additional men with rifles at +13pts each
- The NCO and 1 man can have submachine guns instead of rifles for +3pts each
- Up to 3 men can have a light mortar for +25pts each – for each light mortar included, another man becomes the loader
- The squad can be given anti-tank grenades instead for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)

IJA TEISHIN SHUDAN PARATROOPER SQUAD

Japanese paratroopers – Teishin Shudan ('raiding group') – proved highly effective in the early years of the war. German successes with paratroops during 1940 encouraged the Japanese to develop their airborne arm as a constituent part of the Imperial Japanese Army Air Force (IJAAF). They were initially deployed in the Dutch East Indies during the battle of Palambang in February 1942. A regiment of paratroopers dropped onto Palambang airfield, whilst another captured the town and its oil refinery.

High casualties amongst the paratroopers discouraged further deployment by air, and the Teishin Shudan subsequently fought as elite infantry formations – much as their German counterparts did. The last time they made an airdrop was during an assault upon US air bases on Leyte. Most of the force was shot down before reaching its target, and although the 300 men who landed at Leyte caused considerable damage, the small force was soon contained and destroyed.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +13pts each
- If SNLF Rikusentai Paratroopers, add up to 7 additional men with rifles at +13pts each
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The squad can be given anti-tank grenades instead for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)

IJA ISLAND WARFARE RIFLE SQUAD (LATE-WAR)

In 1944 Allied Intelligence recognised the Japanese Island Warfare Division as a distinct formation. Quite how far this reorganisation penetrated the IJA is difficult to determine, although it is suggested at least four divisions were reorganised along these lines. This was a new kind of division based upon smaller infantry formations with increased firepower compared to the standard 'B' type of formations that prevailed in Burma and China.

Cost: Regular Infantry 40pts
Composition: 1 NCO and 3 men
Weapons: Rifles
Options:
- Add up to 4 additional men with rifles at +10pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)

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SNLF RIKUSENTAI PARATROOPERS

The Rikusentai Paratroopers were part of the Special Naval Landing Force (SNLF). Their role was to act in support of amphibious assaults by the SNLF, landing behind enemy positions, seizing airfields or important strong points, and disrupting lines of communication. As paratroops they were lightly equipped and not intended to sustain lengthy conflicts against heavily armoured enemy. The first time they were deployed – and the first use of paratroops by the Japanese – was during the battle of Menada, part of the Japanese attack upon the Dutch East Indies in January 1942.

Cost: Inexperienced Infantry 25pts
Composition: 1 NCO and 4 men
Weapons: Sharpened bamboo spears
Options:
- Add up to 10 additional men with sharpened bamboo spears at +5pts each
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Bamboo Spear Fighter units are *Green*
- Tank hunters (if anti-tank grenades taken)
- Men armed with bamboo spears may not shoot but can fight normally in close quarters

BAMBOO SPEAR FIGHTER SQUAD (LATE-WAR)

Before the war finally ended the Japanese prepared to resist with whatever weapons they could muster. Although as many firearms as possible were issued to those able to use them, others were equipped with nothing more than sharpened bamboo spears.

MILITIA SQUAD (LATE-WAR)

To meet the invaders, a militia was organised amongst Japan's civilian population, and anyone who could bear arms was prepared for the battle to come. These militia troops could include women and children as well as the elderly and those otherwise unfit to fight as part of the military.

None shall pass! A medium machine gun team holds a defensive position

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Cost: Inexperienced Infantry 35pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 10 additional men with rifles at +7pts each
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Militia units are *Green*
- Tank hunters (if anti-tank grenades taken)

MEDIUM MACHINE GUN TEAM

The standard Japanese medium machine gun of World War II was the 7.7mm calibre Type 92 introduced in 1932. This was a refinement of the earlier Type 3 machine gun of 6.5mm calibre. Both weapons were based on the French Hotchkiss M1914 machine gun and were air-cooled. The Type 1 introduced in 1941 was a simplified and lightened version of the Type 92. To the Allies the Type 92 was known as the 'woodpecker' on account of its characteristic sound.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 MMG
Special Rules:
- Team weapon
- Fixed

ANTI-TANK RIFLE TEAM

The Japanese introduced the Type 97 anti-tank rifle in 1937. It had a calibre of 20mm and was a semi-automatic weapon with a high rate of fire. It was capable of penetrating up to 30mm of armour, sufficient to deal with most lightly armoured vehicles, including light tanks.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team: 2 men
Weapons: 1 anti-tank rifle
Special Rules:
- Team weapon

SUICIDE ANTI-TANK TEAM

The lack of anti-tank guns capable of taking on heavier tanks such as the Sherman led the Japanese infantry to develop desperate anti-tank weapons. These often called upon a soldier to take an extreme risk or even to sacrifice his life. The most famous of these was the lunge mine, a shaped charge mounted on a bamboo stick. In other cases, soldiers waited in disguised pits holding an artillery shell they would ram into the bottom of a tank as it passed overhead, or strapped themselves with several magnetic mines or satchel charges and threw themselves upon the enemy vehicle.

Cost: 14pts (Inexperienced), 20pts (Regular), 26pts (Veteran)
Team: 1 man
Weapons: 1 lunge mine, artillery shell, satchel charge, magnetic mine or similar
Special Rules:
- Kamikaze. If a suicide anti-tank team assaults an enemy vehicle and the model manages to move into contact with the target, remove it and immediately resolve a hit against the vehicle with a Penetration value of +8 (no other penetration modifiers apply)
- Forward position. A suicide anti-tank team count as Observers/ Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)
- Extra selection. You may take up to 3 suicide anti-tank teams as 1 selection in each reinforced platoon. Note that you can do this **in addition** to an anti-tank rifle team in selectors that allow you to field an anti-tank team

FLAMETHROWER TEAM

Combat engineer units formed a constituent part of every IJA division. They carried explosives for demolition work and attacking enemy fortifications, and were also equipped for mine clearance. Some carried the Type 100 flamethrower that saw action in the early years of World War II in Indonesia and the Philippines.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: 1 infantry flamethrower
Options:
- The team can be given anti-tank grenades for +2pts per man

Special Rules:
- Flamethrower
- Team weapon
- Tank hunters (if anti-tank grenades taken)

SNIPER TEAM

The Jungles of south Asia provided plenty of opportunity for snipers to make their mark, and the Japanese sniper was well served by the Type 97 sniper rifle with telescopic sight. The rifle was especially suited to use by concealed snipers as its small-calibre bullet and long barrel resulted in very little muzzle flash or smoke, enabling the shooter to remain unseen by the enemy.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2
Weapons: Sniper has a rifle and a pistol, spotter has a pistol
Special Rules:
- Team weapon
- Sniper

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LIGHT MORTAR TEAM

The Japanese developed a range of grenades that could, by means of separate adapters, be fired from rifles or the Type 10 and Type 89 grenade launchers. These lightweight weapons were effectively light mortars of 50mm calibre, and the Japanese made great use of them for close-range support. They were mistakenly referred to as 'knee mortars' by the Allies on the erroneous assumption the curved base-plate was braced against the firer's leg. In fact, they are planted firmly on the ground just like other light mortars.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team: 2 men
Weapon: 1 light mortar
Special Rules:
- Team weapon
- Indirect fire
- HE (D3)

Type 89 'knee mortar'

MEDIUM MORTAR TEAM

The standard medium mortar of the Japanese forces was the 81mm Type 97 which entered service in 1937. It was a relatively heavy and stable weapons platform, which the Japanese used to great effect to support their infantry.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapons: 1 medium mortar
Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Indirect fire
- HE (D6)

HEAVY MORTAR TEAM

The Japanese employed a number of mortars that we would categorise as 'heavy' on account of their calibre and range, including the 90mm Type 94 and Type 97, as well as the 150mm Type 96 and Type 97, which fired a shell weighing a massive 25kg. This entry can also be used to represent the 20cm and 40cm rocket launchers that the IJA employed in the battles of Iwo Jima and Okinawa. As with all Japanese 'Type' numbers, the reference is to the Imperial year (1937 corresponds to 97), so often you will find a confusing array of rifles, grenades, machine guns and mortars of different calibres all introduced in the same year and bearing the same 'Type' designation.

Cost: 46pts (Inexperienced), 65pts (Regular), 84pts (Veteran).
Team: 4 men
Weapons: 1 heavy mortar.
Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Indirect fire
- HE (2D6)

Type 87 medium mortar team

ARISAKA RIFLE

The Arisaka Type 99 (1939 model) and World War I-vintage Type 38 (1905 model) were rugged bolt-action rifles with five-round magazines. The older rifles fired a 6.5mm round, but the Type 99 saw the introduction of the larger and more powerful 7.7mm round. Snipers, armed with rifles equipped with telescopic sights, could use weapons of either calibre. A 'take down' version of the rifle that broke down into component parts was available for paratroopers of both the Army and Navy.

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ARTILLERY

INFANTRY GUNS AND HOWITZERS

TYPE 92 70MM INFANTRY GUN

The Type 92 infantry gun was a tiny weapon with a short barrel and split carriage that made it an ideal lightweight support weapon that could be pulled by a horse or mule. It saw service on all fronts and throughout the war.

Cost: 32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
Team: 3 men
Weapons: 1 light howitzer
Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- Light shell – due to the small amount of explosive in its lightweight ammunition, this light howitzer has a rating of HE (D3) rather than the normal (D6)

Type 92 70mm infantry gun

TYPE 41 75MM MOUNTAIN GUN

The Type 41 mountain gun was based on the German Krupp mountain gun and was the standard pack-artillery of the Japanese Army. Like all pack artillery, it was possible to break the gun down for transportation by mules or horses, making it ideal for mountainous terrain and jungle. It also came to be used as a regimental support weapon.

The following stats can also be used to represent the Type 94 'Rentai Ho' mountain gun. These guns equipped more than half of the divisional artillery used during the early war and were later used as regimental infantry guns. They were quite numerous as they could be broken down into nine sections and manhandled.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapons: 1 light howitzer
Options:
- May add up to 2 loaders for +5pts each

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)

75MM FIELD GUN (TYPE 38, TYPE 38 IMPROVED, TYPE 90 AND TYPE 95)

The Japanese Army fielded several different types of field guns of 75mm calibre during World War II. The standard weapon, the Type 38, was a venerable old campaigner, having started life as a Krupp 1905 design. The Type 90 was intended to replace it, but many of the older guns soldiered on throughout the war even as the more modern weapons became available. The Type 90 was based on a French artillery piece, and proved expensive and complicated to produce, inconveniently heavy, and difficult to maintain. Problems with the manufacture and operation of the Type 90 led to the development of the shorter-ranged and less capable Type 95, a further development of the Type 38, but it was never produced in large numbers and the Type 38s and Type 41 pack howitzers remained the most numerous artillery pieces in Japanese service.

Cost: 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
Team: 4 men
Weapons: 1 light howitzer
Options:
- May add up to 2 loaders for +5pts each

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)

TYPE 91 105MM FIELD GUN

The Japanese fielded several types of medium weight artillery of 105mm calibre, of which the Type 91 was typically assigned to field artillery regiments. It was a capable, modern and effective weapon of which many more than a thousand were produced.

Cost: 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Team: 6 men
Weapons: 1 medium howitzer
Options:
- May add a Spotter for +10pts

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

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TYPE 4 HEAVY HOWITZER

The Type 4 150mm heavy howitzer appeared in 1914 and was reckoned obsolete at the beginning of the Second Sino–Japanese War in 1937. It lacked the range and mobility of more modern weapons of similar calibre such as the German heavy field guns used by the Chinese. Despite its drawbacks, insufficient numbers of modern 150mm Type 96 were available to completely replace the older weapon. The Type 96 was a more capable weapon, although it fired the same shells as the Type 4, and became the standard heavy howitzer of the Japanese Army.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Team: 5 men
Weapons: 1 heavy howitzer
Options:
- May add up to 3 loaders for +5pts each
- May add a Spotter for +10pts

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

ANTI-AIRCRAFT GUNS

The Japanese had a variety of large-calibre anti-aircraft guns, none of which really enter into the realm of the tabletop wargame. Smaller 20mm calibre weapons were supplemented by pintle-mounted machine guns of various types.

TYPE 98 20MM AA GUN

The Type 98 was the most common automatic anti-aircraft cannon used by the Japanese in World War II. It was based on a Hotchkiss design and was introduced in 1938. A more sophisticated weapon was the Type 2 of 1942 based on the German Flak 38 with a central fire-control mechanism and sometimes fitted in a dual mount.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Team: 3 men
Weapons: 1 light automatic cannon
Options:
- May be upgraded to a Type 2 twin AA cannon for +30pts, increasing its shots from 2 to 4

Special Rules:
- Team weapon
- Fixed
- Flak

Enfilade! US Marines are caught out in the open...

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ANTI-TANK GUNS

Tanks didn't dominate the war in the jungles of South-East Asia or the Pacific as they did the open steppes of Russia. The Japanese never developed specialised heavy anti-tank guns, although field artillery was often used against armour, and the lighter anti-tank guns available were capable of dealing with lightly armoured vehicles.

TYPE 94/TYPE 1 37MM ANTI-TANK GUN

The Type 94 light anti-tank gun was introduced in 1936 and was known to the Japanese as an 'infantry rapid fire gun'. It was capable of firing both HE and AT shells. It was widely used throughout Japanese forces including by paratroops – both Teishun Shudan and Rikusentai. The Type 1 was introduced in 1941 and was an improved version of the Type 94 with a longer barrel but only very slightly enhanced performance.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapon: 1 light anti-tank gun
Team: 3 men
Special Rules:
- Team weapon
- Fixed
- Gun shield

TYPE 1 47MM ANTI-TANK GUN

The Type 1 47mm anti-tank gun was developed following the Japanese encounter with Russian armour and was the first indigenously developed dedicated anti-tank gun. It lacked the performance of other contemporary weapons of similar calibre, but was deemed sufficiently capable against lightly armoured tanks. By the time it was introduced in 1942, it was therefore already outdated. The same gun was used as the main armament of the Type 97 Chi-Ha Shinhoto tank. It was also used by Japanese paratroops – dropped disassembled in separate containers.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Weapon: 1 medium anti-tank gun
Team: 3 men
Special Rules:
- Team weapon
- Fixed
- Gun shield

Supported buy a Shinhoto Chi-Ha tank a patrol slowly enters a local village

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VEHICLES

The entry for each vehicle includes information about the period of the war when the vehicle saw most service. It also includes the number of units produced, which is normally an approximation.

ASSAULT GUNS AND TANK DESTROYERS

TYPE 1 HO-NI TANK DESTROYER

The Ho-Ni was based on the chassis of the Chi-Ha and mounted a 75mm gun. Although the superstructure was armoured to the front and sides, the fighting compartment was open at the top and rear – making the crew vulnerable to attack. Principal service: 1944–45. Numbers manufactured: 124.

Cost: 96pts (Inexperienced), 120pts (Regular)
Weapons: 1 forward-facing medium anti-tank gun
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped
- Versatile: The 75mm gun can also fire as a light howitzer

TYPE 3 HO-NI III TANK DESTROYER

The Ho-Ni III was an improvement on the original Ho-Ni with a completely enclosed superstructure. Most of these improved tank destroyers were retained in the Japanese home islands to oppose the anticipated Allied invasion. Principal service: 1944–45. Numbers manufactured: 30–40.

Cost: 112pts (Inexperienced), 140pts (Regular)
Weapons: 1 casement-mounted forward-facing medium anti-tank gun
Damage Value: 8+ (light tank)

TYPE 4 HO-RO ASSAULT GUN

The Ho-Ro was based on the chassis of the Chi-Ha and carried a 150mm howitzer. It was used during the defence of the Philippines. Principal service: 1945. Numbers manufactured: 25.

Cost: 124pts (Inexperienced), 155pts (Regular)
Weapons: 1 forward-facing heavy howitzer
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped

TANKS

The Japanese did not produce any tanks of their own until 1929 and the first examples were versions of contemporary British and French models from Vickers, Renault and Carden-Lloyd. Experience in Manchuria caused the Japanese to use Russian armour as a model. Heavy armour played a minor part in Japan's military strategy, and by the time her armies were obliged to face modern enemy tanks it was already too late. Such tanks as were available were lightly armoured and poorly armed compared to those used by the Allies.

TYPE 95 HA-GO LIGHT TANK

The tiny 7.5-ton Ha-Go was the most numerous armoured vehicle produced by Japan in World War II. Dating from 1933, it was used extensively during the Second Sino–Japanese War and against the Russians at Nomonhan. It was designed as a mobile support tank that could keep pace with truck-borne infantry and, as such, it was fast and mobile rather than well-armoured. Its 37mm gun was carried in a small turret and loaded and fired by the tank's commander, who therefore had to observe and direct the tank as well as operate its main armament. Principal service: 1936–45. Numbers manufactured: more than 2,000.

Cost: 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 7+ (armoured carrier)
Special Rules:
- One-man turret. Combining the roles of commander, gunner and loader together and squeezing the man responsible into a one-man turret means it's hard to do different things at once! To represent this it is always necessary to take an order test when issuing an Advance order, even if the tank is not pinned. In addition, you can fire either the main gun or the rear-mounted machine gun, but not both in the same turn
- Low-velocity light anti-tank gun. The Ha-Go main weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

TYPE 98 KE-NI LIGHT TANK

The Ke-Ni was designed as a replacement for the successful but obsolete Ha-Go light tank but, by the time production began, Japanese industry was beset with shortages and what materials were available were prioritised for other uses – notably for the Navy. As a result, only a few more than 100 Ke-Ni were produced from 1941 through to 1943. It had thicker armour than its predecessor – though still no more than 16mm – and a larger turret with room for two – relieving the commander of the burden of operating the tank's main armament unaided. Principal service: 1942–44. Numbers manufactured: 104.

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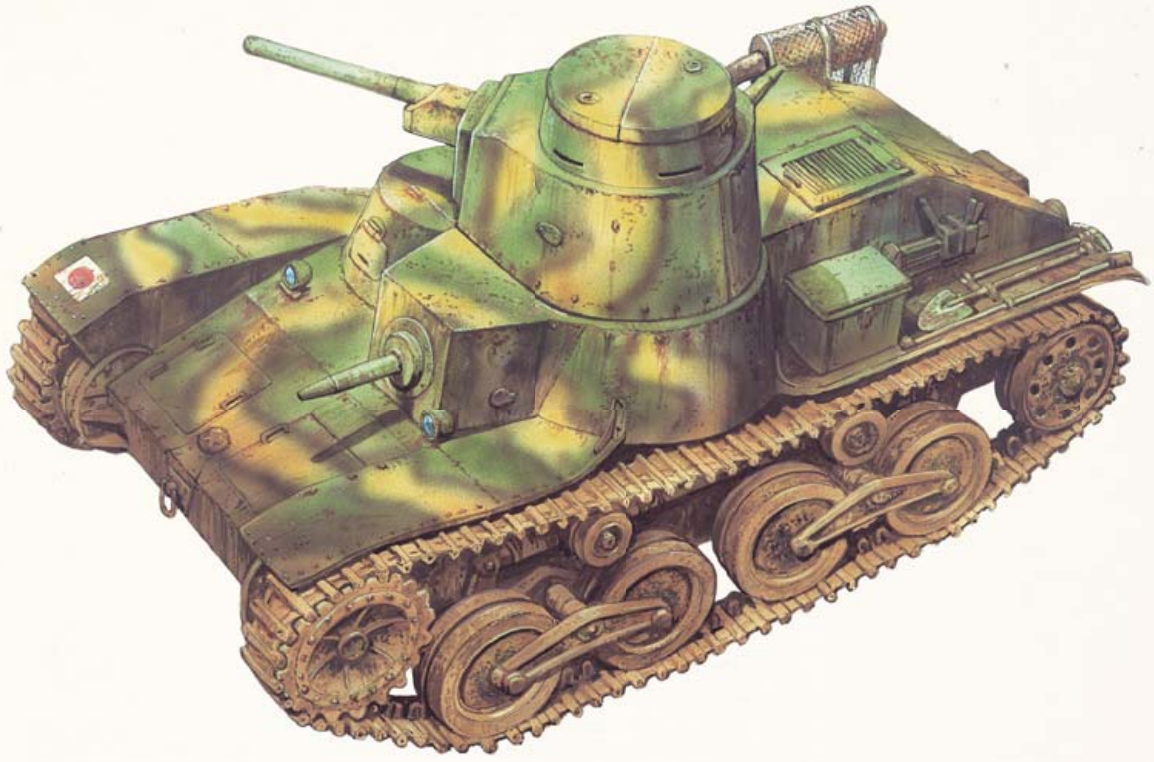

Type 95 Ha-Go light tank, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 169: World War II Japanese Tank Tactics.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun and 1 coaxial MMG
Damage Value: 8+ (light tank)
Special Rules:

- Low-velocity light anti-tank gun. The Ke-Ni main weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

TYPE 2 KE-TO LIGHT TANK

The Type 2 Ke-To was based upon the Type 98 Ke-Ni and featured an improved 37mm anti-tank gun in a larger turret. Only a few were built in 1944 and none were to see action. Principal service: '1945'. Numbers manufactured: 29.

Cost: 100pts (Inexperienced), 125pts (Regular)
Weapons: 1 turret-mounted light anti-tank gun, and 1 coaxial MMG
Damage Value: 8+ (light tank)

TYPE 4 KE-NU LIGHT TANK

The Type 4 Ke-Nu was a conversion of obsolete Ha-Go tanks created by retrofitting the larger Chi-Ha turret and gun – a low-velocity 54mm gun intended for close infantry support. A few vehicles saw action against the Russians in 1945 but most were retained for the defence of Japan. Principal service: 1944–45. Numbers manufactured: 100.

Cost: 92pts (Inexperienced), 115pts (Regular)
Weapons: 1 turret-mounted light howitzer, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 7+ (armoured carrier)

TYPE 89 YI-GO MEDIUM TANK

The near 13 ton Yi-Go was conceived in the 1920s and based on the contemporary Vickers Medium 'C' design which the Japanese Army had bought in 1927. It was used during the annexation of Manchuria and the fighting in China during the early 1930s, and also saw service in the Second Sino–Japanese War where it faced Chinese Vickers tanks, Panzer 1s and Italian tankettes. By the time of the Khalkhin Gol battles against the Russians in 1939 it was obsolete, proving no match for the opposing Soviet armour. The Yi-Go was armed with a general-purpose low-velocity 57mm gun for use against emplaced infantry rather than other tanks. Principal service: 1936–42. Numbers manufactured: 100.

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Cost: 100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons: 1 turret-mounted light howitzer, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 8+ (light tank)
Special Rules:
- Slow

TYPE 97 CHI-HA MEDIUM TANK

The Chi-Ha of 1937 was Japan's standard medium tank – although with a weight of only 15 tons, excellent speed and mobility, and no more than 33mm of turret armour and 26mm on the hull, it would be considered a light tank in any other contemporary army. It was armed with a low-velocity 57mm gun that was intended for infantry support rather than use against other tanks. As with many other Japanese tanks, the turret also featured a rear-facing machine gun. Although obsolete by the start of World War II, it continued in production until late 1943. Principal service: 1937–45. Numbers manufactured: more than 1,162.

Type 97 Chi-Ha medium tank

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons: 1 turret-mounted light howitzer, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 8+ (light tank)

TYPE 97 SHI-KI COMMAND TANK

The Shi-Ki was the command tank variant of the Type 97 Chi-Ha with the main gun removed to make room for radio equipment. Sometimes the gun would be replaced with a wooden dummy. The bow machine gun was replaced with a 37mm gun. Principal service: 1937–45. Numbers manufactured: 20–30.

Cost: 150pts (Regular), 180pts (Veteran)
Weapons: 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted light anti-tank gun
Damage Value: 8+ (light tank)
Special Rules:
- Command vehicle

TYPE 97-KAI SHINHOTO CHI-HA MEDIUM TANK

In 1942 the Chi-Ha, Japan's standard medium tank, was up-gunned with a high-velocity 47mm anti-tank gun in a new and larger turret. This new version was known as the Type 97-Kai Shinhoto (meaning 'new turret'). Principal service: 1942–45. Numbers manufactured: 930.

Cost: 124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons: 1 turret-mounted medium anti-tank gun, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 8+ (light tank)

Type 97 Shinhoto Chi-Ha medium tank

TANK HERO NISHIZUMI

The deeds of 1st Lieutenant Kojiro Nishizumi were honoured in a 1940 movie, a biography and even a song! He followed in his father's footsteps and went to military academy, from which he graduated in 1934. Nishizumi started his military service as an infantryman during the Manchuria Incident in China.

Back in Japan he trained with the 2nd Tank Regiment in Narashino. He became the leader of a tank platoon and quickly won over the soldiers under his command. He participated in more than 30 actions and proved to be a great leader. He was respected and admired by his troops. As the Japanese closed in on Nanking, Nishizumi was wounded several times, but never left the frontlines, preferring to command while injured. His Type 89 Yi-Go tank bore more than 1,300 bullet marks at one point during the fighting. At the battle of Nanking in 1938, Nishizumi was shot by a Chinese soldier and killed at the age of 25. He was posthumously promoted to Captain.

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TYPE 1 CHI-HE MEDIUM TANK

The Chi-He was a development of the Chi-Ha of 1937 and at 17 tons was heavier, better-armoured and better-armed – but even so it was no match for the Allied tanks that would oppose it. As most, if not all, Chi-He tanks were retained for the defence of Japan it is uncertain if any were used in combat. Some may have been present during the defence of the Philippines. It was the first Japanese tank to be fitted with a radio as part of its standard equipment. Principal service: 1945. Numbers manufactured: 170.

Cost: 156pts (Inexperienced), 195pts (Regular)
Weapons: 1 turret-mounted medium anti-tank gun, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)

TYPE 2 HO-I MEDIUM TANK

The Ho-I was a variant of the Chi-He that featured a 75mm howitzer as its main armament. It was intended to perform an infantry support role although, in light of encounters with US tanks, an armoured-piercing round was envisaged. Due to the heavy bombing of Japanese industry, only a few were produced and all were retained in Japan for defence against invasion. The Ho-I never saw combat. Principal service: '1945'. Numbers manufactured: 30.

Cost: 140pts (Inexperienced), 175pts (Regular)
Weapons: 1 turret-mounted light howitzer, 1 turret-mounted rear-facing MMG and 1 forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)

Japanese medium tanks on the prowl

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TYPE 3 CHI-NU MEDIUM TANK

The Type 3 Chi-Nu was an up-gunned and generally improved version of the Chi-Ha. It was armed with a 75mm anti-tank gun in a large turret and was protected by up to 50mm of armour. As with all late-war Japanese tanks, only a very few were produced, all of which were retained for the defence of Japan. It was never used in combat. Principal service: '1945'. Numbers manufactured: 166.

Cost: 152pts (Inexperienced), 190pts (Regular)
Weapons: 1 turret-mounted medium anti-tank gun and 1 forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)

TYPE 2 KA-MI LIGHT AMPHIBIOUS TANK

Amphibious tanks were developed by the Japanese Navy for the Special Naval Landing Forces (SNLF). They were intended to support amphibious operations of the kind that characterised Japan's conquests of 1941 and early 1942. By the time they were designed and built, Japan was fighting a defensive war, and the need for such a tank was no longer there. The Ka-Mi was based on the Ha-Go, but essentially rebuilt, and featured detachable pontoons as well as a boat hull. Principal service: 1942–45. Numbers manufactured: 184.

Cost: 76pts (Inexperienced), 95pts (Regular)
Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG and 1 forward-facing hull-mounted MMG
Damage Value: 7+ (armoured carrier)
Special Rules:
- Amphibious
- One-man turret. Combining the roles of commander, gunner and loader together and squeezing the man responsible into a one-man turret means it's hard to do different things at once! To represent this it is always necessary to take an order test when issuing an Advance order, even if the tank is not pinned
- Low-velocity light anti-tank gun. The Ka-Mi main weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

TYPE 3 KA-CHI MEDIUM AMPHIBIOUS TANK

The Ka-Chi was an amphibious tank based upon the Chi-Ha and heavily modified for use by the Japanese SNLF. By the time the tank was ready, the Navy's priorities had changed and few were completed. Of particular note is that the tank could be launched from a submarine. Principal service: 1943–45. Numbers manufactured: 19.

Cost: 160pts (Inexperienced), 200pts (Regular)
Weapons: 1 turret-mounted medium anti-tank gun with coaxial MMG and 1 forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:
- Amphibious

TANKETTES AND ARMOURED CARS

The Japanese used small, lightly armoured tankettes in the same scouting and reconnaissance role as armoured cars – in fact the Japanese designation for these tiny tanks literally means 'armoured car'. Wheeled armoured cars were used as well – and to differentiate them in our list we use the term 'tankette' for fully tracked vehicles and 'armoured car' for wheeled vehicles.

TYPE 87 ARMOURED CAR

This lightly armoured vehicle was based on imported British Vickers Crossleys. It was armed with two machine guns in a distinctive hemispherical turret. It was used by the SNLF in Shanghai. Principal service: 1937–45. Numbers manufactured: 12.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons: 2 turret-mounted MMGs
Damage Value: 7+ (armoured car)

MORE HAZARDOUS THAT OUR DOCTRINE WOULD ADVOCATE...

"In an effort to compensate for these deficiencies, the Japanese have organized and trained a variety of assault teams, which launch attacks at close quarters upon the most vulnerable points of tanks. These teams are armed with whatever weapons and explosive charges are available, and their equipment may include items from an extraordinary series of hand-carried demolition weapons. Many of the missions of these close-combat units are more hazardous than our doctrine would advocate, since the majority of such attacks result in the death of tank hunters."

From *Japanese Tank and Anti-tank Warfare* – Military Intelligence Division US War Department – August 1945.

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TYPE 92 TANKETTE

The Type 92 Heavy Armoured Car was, despite its name, a fully tracked tankette. Although a light tank in all but name, it was used by cavalry formations and mostly deployed in Manchuria and Korea. Principal service: 1932–45. Numbers manufactured: 167.

Cost: 72pts (Inexperienced), 90 (Regular), 108pts (Veteran)
Weapons: 1 turret-mounted HMG and 1 forward-facing hull-mounted MMG.
Damage Value: 7+ (armoured car)
Special Rules:
- Recce

ARMOURED RAILROAD CARS (TYPE 91 SO-MO, TYPE 93 SUMIDA)

Also referred to as the Type 91 broad-gauge railroad tractor, the So-Mo has the unusual distinction of being able to quickly switch from road to rail. The So-Mo and its six crew could achieve speeds of around 25 miles per hour on roads and almost twice that on railroads. Fielded by both the Imperial Japanese Army and the SNLF during World War II, the six-wheel-drive So-Mo also served in the 1937 Japanese invasion of China. The vehicle did not have integral weapons, but the crew often carried a 7.7mm machine gun that was fired through the observation ports in the turret. Principal service: 1930–45. Numbers manufactured: 1,000.

Cost: 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
Weapons: 1 turret-mounted LMG
Damage Value: 7+ (armoured car)

TYPE 94 TANKETTE

The Type 94 tankette, or TK, was developed for the infantry divisions of the IJA, it was not a replacement for the Type 92, which had been created for the cavalry divisions. The Type 94 was intended to provide the infantry with a vehicle suitable for scouting, reconnaissance and communications, as well as a rapid infantry support weapon. It weighed about 3.5 tons. Tankettes of this type proved their worth in China, and were used throughout the war in most theatres. Principal service: 1936–45. Numbers manufactured: 843.

Cost: 56pts (Inexperienced), 70 (Regular), 84pts (Veteran)
Weapons: 1 turret-mounted MMG
Damage Value: 7+ (armoured car)
Special Rules:
- Recce

TYPE 97 TE-KE TANKETTE

The Type 97 tankette was designed as a replacement for the Type 94 in the reconnaissance and support role. It was heavier at nearly 5 tons and could carry a 37mm gun in its tiny one-man turret. Principal service: 1937–45. Numbers manufactured: 593.

THE KAMIKAZE

The iconic image of Japanese determination and desperation in the Pacific War is that of the kamikaze pilot. Nearly 4,000 kamikaze aircraft managed to sink or at least damage more than 300 Allied ships, and to kill or injure more than 15,000 Allied servicemen.

The name 'Kamikaze' originated in the 'Divine Wind' that had twice saved Japan from Mongol invasion during the 13th century. It was hoped that the Kamikaze Special Attack Corps could save Japan in a similar way.

From a Japanese point of view, the kamikaze attack was a logical, almost reasonable measure. By the time kamikaze attacks were used, Japan had started to lose pilots faster than they could be replaced. By mid-1944 new Japanese pilots were being sent into combat with little training, resulting in disproportionate casualties. At the same time, the anti-aircraft defence capability of the US Navy had increased to the point that a pilot who attempted to attack a US ship was practically certain to lose his life anyway. Looking at this situation with a cold and analytical mind, adding the different view of death in battle and the sacrificial ethos of the Japanese military, the Kamikaze Corps was a reactively logical step.

The first kamikaze attacks were very successful. From 24 October through 1 November 1944, 51 kamikaze aircraft sank one escort carrier and one destroyer, while damaging two fleet carriers, one light carrier, seven escort carriers, one light cruiser and three destroyers off Leyte in the Philippines. Japanese air power had not done so well since Pearl Harbor. In addition, kamikaze attacks had much greater range than conventional air attacks. After all, every attack could go beyond the point of no return.

This became especially evident during the Okinawa campaign from April to June 1945. The Japanese expended 1,465 aircraft in kamikaze attacks, sinking 21 ships and damaging 217. Adding casualties from conventional bombing attacks, a total of about 4,900 men were killed and 4,800 wounded, making it the bloodiest campaign in US naval history.

The success of the kamikaze troubled the US Navy. Many normal defensive tactics were inadequate to cope with the suicidal attacks. Anti-aircraft machine guns and 20mm guns were much too light, even 40mm guns did not always break up an incoming kamikaze airplane. Even a badly shot-up, dying Japanese pilot could guide his plane for those few extra moments necessary to crash it into the enemy. By the end of the war, the 3,900 aircraft sacrificed in total by the Japanese as kamikaze had sunk 83 and damaged around 350 Allied ships.

Had the war lasted longer, it would most certainly have been worse. In anticipation of a US invasion of the home islands, the Japanese had some 9,000 aircraft on hand, of which a third were reserved for kamikaze attacks.

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Cost: 76pts (Inexperienced), 95 (Regular), 114pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun
Damage Value: 7+ (armoured car)
Special Rules:
- Recce
- One-man turret. Combining the roles of commander, gunner and loader together and squeezing the man responsible into a one-man turret means it's hard to do different things at once! To represent this it is always necessary to take an order test when issuing an Advance order, even if the tankette is not pinned
- Low-velocity light anti-tank gun. The Te-Ke main weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

ANTI-AIRCRAFT VEHICLES

A variety of different vehicles were used to mount anti-aircraft weapons. The 20mm automatic cannon was in general use and could also be trained against ground targets.

TYPE 98 AA TRUCK

This was a Type 98 20mm automatic cannon mounted on the back of a Type 94 or (later) a Type 96 six-wheeled truck. Principal service: 1938–45. Numbers manufactured: unknown.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons: 1 platform-mounted light autocannon with 360–degree arc of fire
Damage Value: 6+ (soft-skin)
Special Rules:
- Flak

TRANSPORTS AND TOWS

The Japanese suffered from a lack of transports throughout the war. The Japanese soldier was expected to compensate for this by his hardiness. When transports were available, the soldiers were packed in tight – in game terms we have increased the transport capacity of many vehicles to represent this and to ensure full-strength basic infantry squads can fit onboard.

GENERAL PURPOSE TRUCKS

Japanese trucks were inclined to be narrow to suit local roads and had high ground clearance to cope with uneven surfaces. The Toyota GB and KB types were produced in large numbers before and during the war. Type 94 6x4 trucks also provided the chassis for an armoured car and were relatively heavy – comparable to a British Bedford QLD. The Type 1 Toyota truck of 1941 was an almost exact copy of a 1939 Chevrolet. Many trucks of different kinds were captured from the enemy and pressed into service. All of these medium-sized trucks were comparable in terms of capacity and performance and are represented with the following stats. Principal service: 1936–45. Numbers manufactured: 50,000.

Cost: 33pts (Inexperienced), 41pts (Regular), 49pts (Veteran)
Weapons: none
Damage Value: 6+ (soft-skin)
Transport: Up to 13 men
Tow: light howitzer; light or medium anti-tank gun; light anti-aircraft gun
Options:
- May have a pintle-mounted MMG covering the forward arc for +15pts

LIGHT TRUCKS

Lighter types of trucks included the Type 97 Nissan, which was partly based on the pre-war Graham-Paige design. These smaller vehicles had about half the capacity of a standard general purpose truck. Principal service: 1936–45. Numbers manufactured: unknown.

Cost: 25pts (Inexperienced), 31pts (Regular), 37pts (Veteran)
Weapons: none
Damage Value: 6+ (soft-skin)
Transport: Up to 8 men
Tow: light howitzer; light or medium anti-tank gun; light anti-aircraft gun
Options:
- May have a pintle-mounted MMG covering the forward arc for +15pts

TYPE 1 HO-HA HALF-TRACK

The Ho-Ha was an open-topped armoured half-track based loosely upon the German Hanomag, which it broadly resembled. It was introduced in 1944 and used in China and the Philippines. Principal service: 1944–45. Numbers manufactured: unknown.

Cost: 89pts (Inexperienced), 111pts (Regular), 133pts (Veteran)
Weapons: 1 hull-mounted MMG covering the left arc, 1 hull-mounted MMG covering the right arc, 1 pintle-mounted MMG covering the rear arc
Damage Value: 7+ (armoured carrier)
Transport: up to 13 men
Tow: light or medium howitzers; light or medium anti-tank guns; light anti-aircraft guns
Special Rules:
- Open-topped

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TYPE 1 HO-KI CARRIER

The Ho-Ki was a fully tracked vehicle that was designed to function as both an infantry carrier and as a tow for heavier artillery pieces. It didn't enter mass production until 1944, by which time it wasn't considered a priority and very few were built. Principal service: 1944–45. Numbers manufactured: unknown.

Cost: 57pts (Inexperienced), 71pts (Regular), 85pts (Veteran)
Weapons: none
Damage Value: 7+ (armoured carrier)
Transport: up to 13 men
Tow: light or medium howitzers; light or medium anti-tank guns; light anti-aircraft guns
Options:
- May add 1 pintle-mounted MMG covering the forward arc for +15pts
- May add 1 additional pintle-mounted MMG covering the rear arc for +15pts

Special Rules:
- Open-topped

TYPE 95 KUROGANE

The Kurogane ('Black Metal') was a purpose-built four-wheel-drive car that fulfilled a similar role to the German Kubelwagen or US jeep. The Japanese also made use of numerous civilian cars of similar capacity and overall performance, if somewhat less suited to the rigours of military use. Principal service: 1940–45. Numbers manufactured: 4,800.

Cost: 18pts (Inexperienced), 23pts (Regular), 28pts (Veteran)
Weapons: none
Damage Value: 6+ (soft-skin)
Transport: Up to 4
Tow: none
Options:
- May have a pintle-mounted MMG with 360° arc of fire for +15pts, losing all transport capacity

TYPE 98 SO-DA CARRIER

The So-Da carrier was an unarmed version of the Type 97 Te-Ke tankette and was designed as an armoured ammunition carrier. It was commonly used as a tow and could also carry infantry. Principal service: 1941–45. Numbers manufactured: unknown.

Cost: 45pts (Inexperienced), 57pts (Regular), 68pts (Veteran)
Weapons: none
Damage Value: 7+ (armoured carrier)
Transport: up to 6 men
Tow: light or medium howitzers; light or medium anti-tank guns; light anti-aircraft guns
Special Rules:
- Open-topped

TYPE 98 SHI-KE PRIME MOVER

The 4-ton Shi-Ke prime mover was a fully tracked artillery tractor developed in 1938. It was used to tow heavy guns such as the 150mm artillery piece. Principal service: 1938–45. Numbers manufactured: 781.

Cost: 11pts (Inexperienced), 13pts (Regular), 16pts (Veteran)
Weapons: none
Damage Value: 6+ (soft-skin carrier)
Transport: up to 4 men
Tow: any anti-tank gun, howitzer or anti-aircraft gun
Special rules:
- Slow

TYPE 98 RO-KE PRIME MOVER

The 6-ton Ro-Ke prime mover was a fully tracked heavy artillery tractor introduced in 1939. It was used to tow heavy guns such as the 105 and 150mm howitzers. Principal service: 1939–45. Numbers manufactured: 1,983.

Cost: 14pts (Inexperienced), 17pts (Regular), 20pts (Veteran)
Weapons: none
Damage Value: 6+ (soft-skin carrier)
Transport: up to 6 men
Tow: any anti-tank gun, howitzer or anti-aircraft gun
Special Rules:
- Slow

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THEATRE SELECTORS

Troops of the 2nd Maizuru SNLF landing at Wake Island, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 144: Wake Island 1941.

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This section contains 12 *Theatre Selectors,* which we sometimes refer to simply as *Selectors*. Each Theatre Selector draws from the main Army List to describe a force that is broadly appropriate for a particular theatre or period of the war.

Before playing a game, the players should choose which Theatre Selector they will be using to select their reinforced platoon. If they so wish, opponents can 'match-up' their army lists to be contemporary with each other, so a Japanese reinforced platoon for the 'The Battle for Guadalcanal 1942' would be fighting a US force from '1942–43 Pacific'. Most of the lists could be extended to similar forces in other theatres.

Obviously, there is nothing to stop players experimenting and playing against forces from different periods and theatres. While not historically accurate, players often like to try 'what-if' type games. In reality, an early war IJA force from 1939 will have very little chance of facing a late-war US army for the battle of Okinawa with any hope of victory, such was the rapid development of weapons and equipment. On the other hand, the points values will ensure that such a game is fairly evenly balanced in a game of Bolt Action… but be warned – you could have trouble penetrating the armour of late-war super heavy tanks with 1939 anti-tank weaponry.

For the Emperor!

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THE INVASION OF MANCHURIA, 1931–32

In 1931 the Japanese Army covertly staged an attack on a Japanese-owned railway in Manchuria, which they blamed on Chinese dissidents. The incident was then used as an excuse for a full-scale invasion of Manchuria by the IJA. This attack became known as the Mukden or Manchurian Incident.

A number of IJA units were used to launch the attack from various locations along the border. The list given here is based upon the Japanese 2nd Division (Square Division) under the command of Lieutenant-General Jiro Tamon. The Division took the initial lead in the invasion and fought during the 'Defence of Harbin.' This operation saw the first use of Japanese armour and aircraft in and around the city of Harbin.

A Japanese force for The Invasion of Manchuria must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

Medium machine gun team

JAPANESE INVASION OF MANCHURIA REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: IJA Infantry, a maximum of 2 IJA Veteran Infantry squads
0–2 MMG teams
0–2 Mortar teams: light or medium

Artillery
0–1 gun from:
Anti-tank gun: Type 11 37mm (use the Type 94/Type 1 37mm anti-tank gun entry to represent these)
Artillery gun: Type 4 heavy howitzer, Type 91 105mm field gun, 75mm field gun (Type 38), Type 41 75mm mountain gun

Armoured Cars and Tankettes
0–1 Armoured car or Recce vehicle: Type 87 armoured car, Armoured railroad cars, Vickers Crossley or Wolseley armoured car (use the Type 87 armoured car entry to represent these), Type 92 tankette

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicle from: Type 89 Yi-Go medium tank, Renault FT17 'Ko' light tank, Renault NC27 'Otsu' light tank (use the Type 95 Ha-Go light tank entry to represent either of these Renault tanks)

Transports and Tows
0–2 vehicles from: General purpose truck, Light truck

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Japanese forces, Manchuria (L–R): Private 1st Class, 2nd Infantry Division; Corporal, 13th Infantry Regiment, 6th Infantry Division; Private 2nd Class, 1st Cavalry Regiment, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 362: The Japanese Army 1931–45 (1).

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THE FALL OF SINGAPORE, 1942

During 1942 the Japanese conquered vast new territories throughout the Pacific Ocean and South China Sea. The IJA easily overcame resistance from the mostly colonial forces stationed in these areas, securing vital oil and other resources.

The Imperial Japanese forces achieved remarkable feats of arms during the Malayan campaign, culminating in the capture of Singapore. The Japanese refer to such actions against tremendous odds as 'Seishin'. Churchill described the British defeat as the worst disaster ever to befall the British Army. The Fall of Singapore was to provide the springboard for further conquests in the Dutch East Indies.

A Japanese force for the Fall of Singapore must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

THE COMPETITION BETWEEN THE ARMY AND THE NAVY IN THE PACIFIC

The Japanese military leadership was hampered by conflicts and competition between Army generals and Navy admirals. The Army was firmly in charge of the Chinese theatre, while the Navy was leading the way in the Pacific, starting with the attack on Pearl Harbor, which launched Japan's six-month blitzkrieg

Admiral Isoroku Yamamoto, the commander of the Japanese Navy, had spent many years in America and knew that any military success against the United States would be short-lived. As he stated himself, "I shall raise havoc for the first six months or a year, but I have utterly no confidence for the second and third years." The Army generals were more prone to believe their own propaganda – that the Americans were a weak-spirited, decadent people, with little taste for a fight. All of this resulted in a fierce rivalry, with the Army and Navy avoiding cooperation, even if that meant fighting at a disadvantage. Usually, cooperation between the Army and Navy had to be enforced at general headquarters in Tokyo.

Ironically, this rivalry reflected the American situation, in which there was constant strife over who would be the supreme commander of the Allied forces in the Pacific war, and which required the compromise of General MacArthur being given command of the 'Southwest Pacific' with Admiral Nimitz commanding the 'Central, Northern and South Pacific'.

FALL OF SINGAPORE REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, a maximum of 2 Regular or Veteran IJA Grenadier squads
0–2 MMG teams
0–1 Anti-tank team: anti-tank rifle team
0–1 Mortar team: light, medium or heavy
0–1 Flamethrower team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm
Artillery gun: Type 4 heavy howitzer, Type 91 105mm field gun, 75mm field gun (Type 38 improved), Type 41 75mm mountain gun, Type 92 70mm infantry gun
Anti-aircraft gun: Type 98 20mm

Armoured Cars and Tankettes
0–1 Armoured car or Recce vehicle: Type 94 tankette

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicle from: Type 97 Chi-Ha medium tank, Type 95 Ha-Go light tank, Type 98 anti-aircraft truck

Transports and Tows
0–2 vehicles from: General purpose truck, Light truck
0–1 vehicle from: Type 98 Shi-Ke prime mover, Type 98 Ro-Ke prime mover and Type 98 So-Da carrier

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THE FALL OF CORREGIDOR, 1942

Following the invasion of the Philippines, a number of US-held islands continued to hold out, forcing the IJA to secure these strategic positions to conclude the campaign. The island fortress of Corregidor lay to the southeast of the Bataan Peninsula. Colonel Sato's 61st Infantry Regiment, with supporting units, was given the task of capturing the East Sector of the island.

A Japanese force for the Fall of Corregidor must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

FALL OF CORREGIDOR REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–2 Forward Observer (either Artillery or Air, to represent support from off-map naval artillery and carrier-borne tactical bombers)

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, a maximum of 2 Regular or Veteran IJA Grenadier squads
0–1 MMG team
0–1 Anti-tank team: anti-tank rifle team
0–1 Mortar team: light, medium or heavy
0–1 Flamethrower team
0–1 Sniper Team

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm
Artillery gun: Type 41/Type 94 75mm mountain gun, Type 92 70mm infantry gun
Anti-aircraft gun: Type 98 20mm

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicle from: Type 97-Kai Chi-Ha Shinhoto medium tank, captured M3 Stuart light tank (see the US Army Bolt Action supplement)

Japanese infantry edge out into a jungle clearing supported by a Shinhoto Chi-Ha

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THE BATTLE FOR GUADALCANAL, 1942

The battle for Guadalcanal marked the high point of Japanese expansion in the South Pacific before the conquerors were forced onto the defensive. Although a number of operations preceded the epic battle at Guadalcanal, the significance of this particular battle rests upon the psychological impact it had on both sides. For the Americans, it established the fighting reputation of the USMC and US Army, while dispelling the myth of Japanese invincibility. For the Imperial Japanese forces, it foretold of the extraordinary efforts that would be needed to maintain a foothold in the South Pacific.

Although there were a number of Navy and Army units on the island, this list represents the IJA forces present at Guadalcanal.

A Japanese force for Guadalcanal must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

GUADALCANAL REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, a maximum of 1 Regular or Veteran IJA Grenadier squad
0–2 MMG teams
0–1 Anti-tank team: anti-tank rifle team
0–1 Mortar team: light, medium or heavy
0–1 Flamethrower team
0–2 Sniper teams

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm
Artillery gun: Type 41/Type 94 75mm mountain gun, Type 92 70mm infantry gun, 75mm field gun (Type 38 improved)
Anti-aircraft gun: Type 98 20mm

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicles from: Type 97 Chi-Ha medium tank, Type 95 Ha-Go light tank

Transports and Tows
0–2 vehicles from: General purpose truck, Light truck
0–1 vehicle from: Type 98 Ro-Ke prime mover

Sniper! US Marines come under fire

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Japanese forces, Solomons and New Guinea (L–R): Superior Private, 20th Infantry Division, New Guinea; Private 2nd Class, 2nd Infantry Division, Guadalcanal; Sniper, 124th Infantry Regiment, Guadalcanal, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 369: The Japanese Army 1931–45 (2).

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2ND RAIDING REGIMENT AT PALEMBANG, 1942

The Japanese mounted a number of successful land and air campaigns prior to this battle, but the airborne assault on Palembang, alongside other operations in January and February 1942, most effectively shows the Japanese use of airborne troops to achieve their initial tactical goals. In this case, almost 300 men of the 2nd 'Teishin Shudan' regiment were dropped to capture an airfield and an oil refinery complex near Palembang, in preparation for a large amphibious assault.

There were a number of Navy paratroop operations in the Dutch East Indies prior to this mission. This list is based upon the IJA Teishin Shudan paratroopers who took part in operations at Palembang.

A Japanese commander surveys the aftermath of successful encounter with British forces

An IJA paratroop force for Palembang must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

PALEMBANG REINFORCED PLATOON

1 First Lieutenant
2 IJA Teishin Shudan paratrooper squads

plus:

Headquarters
0–1 Major
0–1 Medic
0–1 Forward Observer (Air)

Infantry
0–4 Infantry squads: Teishin Shudan paratroopers, a maximum of 1 Veteran IJA Grenadier squad
0–1 MMG team
0–1 Anti-tank team: anti-tank rifle team
0–1 Mortar team: light
0–1 Flamethrower team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm

Transports
0–1 Captured Dutch truck (use either the General purpose truck or Light truck entry to represent this)

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THE YOKOSUKA 1ST SNLF PARATROOPERS AT MENADO, 1942

In the Japanese armed forces, paratroops were not confined to the IJA, the IJN also included paratroop regiments, and the two services competed for the airborne role. The Yokosuka 1st and 3rd SNLF were trained as airborne units for future operations.

The first operation involving the Rikusentai (SNLF) paratroopers was the airborne assault upon the airfield at Langoan, near Menado Township in northern Celebes. They landed in conjunction with amphibious landings by other SNLF forces in the vicinity.

An IJN paratroop force for Menado must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

MENADO REINFORCED PLATOON

1 Second Lieutenant
2 SNLF Rikusentai paratrooper squads

plus:

Headquarters
0–First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (Air)

Infantry
0–4 Infantry squads: Rikusentai paratroopers, a maximum of 2 SNLF Grenadier squads
0–1 MMG team
0–1 Mortar team: light
0–1 Flamethrower team

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm

The Emperor's loyal soldiers stalk the jungle...

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THE BATTLE FOR TARAWA, 1943

The Special Naval Landing Force (SNLF) was given the task of defending Betio Atoll and the surrounding outer islands against the US 2nd Marine Division. For the US Marines launching their amphibious assault against the Japanese-held island it was to be a bloody baptism of fire. Casualties were so high that the battle resulted in changes to US tactics for the remainder of the island-hopping campaign in the Pacific.

A Japanese force for the battle of Tarawa must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

TARAWA REINFORCED PLATOON

1 Second Lieutenant
2 SNLF squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (Artillery)

Infantry
0–4 Infantry squads: SNLF Squad, a maximum of 1 SNLF Grenadier squad
0–2 MMG teams
0–2 anti-tank teams: anti-tank rifle team, suicide anti-tank team
0–2 Mortar teams: light, medium or heavy
0–3 Sniper teams

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm
Artillery gun: Type 92 70mm infantry gun
Anti-aircraft gun: Type 98 20mm

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–2 vehicles from: Type 95 Ha-Go light tank, Type 2 Ka-Mi light amphibious tank

A Japanese unit charges with sword and bayonet

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BURMA, 1944

Japan's abortive 'March on India' left the IJA on the defensive and marked the beginning of the end of Japan's iron grip on Burma. The Burma campaign was see some of the most determined fighting of the Pacific War, and was to take the greatest toll upon Japanese lives of the whole war.

A Japanese force for Burma 1944 must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

BURMA 1944 REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, a maximum of 1 Bamboo Spear Fighter squad (note that Infantry and Veteran Infantry squads can be dual-weapon squads, see page 22)
0–2 MMG teams
0–1 Anti-tank team: anti-tank rifle team, suicide anti-tank team
0–2 Mortar teams: light, medium or heavy
0–2 Sniper teams
0–1 Flamethrower teams

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm, Type 1 47mm
Artillery gun: Type 4 heavy howitzer, Type 91 105mm field gun, 75mm field gun (Type 90, Type 38 improved), Type 41 75mm mountain gun, Type 92 70 mm infantry gun
Anti-aircraft gun: Type 98 20mm

Armoured Cars and Tankettes
0–1 Armoured car or Recce vehicle: Type 97 Te-Ke tankette

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicle from: Type 97-Kai Shinhoto Chi-Ha medium tank, Type 95 Ha-Go light tank, captured M3 Stuart light tank (see the US Army Bolt Action supplement), and Type 1 Ho-Ni tank destroyer, Type 98 anti-aircraft truck

British Bren gun team facing a Japanese banzai charge, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 229: Kohima 1944.

Transports and Tows
0–2 vehicles from: General purpose truck, Light truck, Type 95 Kurogane
0–1 vehicle from: Type 98 Shi-Ke prime mover, Type 98 Ro-Ke prime mover and Type 98 So-Da carrier

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THE BANZAI CHARGE

Allied troops were shocked by the devotion and fanaticism of the Japanese soldier. The early war victories of the seemingly unbeatable Japanese painted a picture of a supreme soldier and natural jungle fighter – despite the fact that most Japanese had never seen a jungle until they joined the army. During the fighting on Guadalcanal, the Allies realised that they faced an enemy with a very different mindset to their own. It was observed that Japanese troops frequently attacked in hopeless situations instead of surrendering as western soldiers would.

The Japanese soldier came from a culture that rewarded conformity, stoic obedience and spiritual devotion to the Emperor. The Japanese military doctrine, because it did not recognize surrender as an option, gave Japanese troops caught in an indefensible situation little choice but to attack and die. Thus, the Japanese would simply form up and make a suicidal banzai charge against their enemies. While always an impressive display of spirit, it was no protection from bullets, bombs or shells.

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IWO JIMA, 1945

Iwo Jima is located in the Nampo Archipelago (also known as the Volcanic Islands). It was of strategic importance to both sides. For the Japanese it formed a key link the outer defences of Japan itself. For the Allies it would provide the essential base from which the war against the Japanese mainland would be launched. The IJA sent Lieutenant General Kuribayashi to take command of the defences on Iwo Jima – a desperate mission to provide valuable time for the Japanese to build up their defensive systems on the mainland.

Whilst there were a number of Navy and Army units on the island, the following list represent the IJA forces present at Iwo Jima.

A Japanese force for Iwo Jima 1945 must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

Type 97 Chi-Ha medium tank

IWO JIMA REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (Artillery)

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, up to a maximum of 2 IJA Island Warfare Rifle squads (note that Infantry and Veteran Infantry squads can be dual-weapon squads, see page 22)
0–2 MMG teams
0–2 anti-tank teams: anti-tank rifle team, suicide anti-tank team
0–2 Mortar teams: light, medium or heavy
0–2 Sniper teams

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm, Type 1 47mm
Artillery gun: 75mm field gun (Type 90, Type 38 improved), Type 41 75mm mountain gun, Type 92 70mm infantry gun
Anti-aircraft gun: Type 98 20mm

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicle from: Type 97 Chi-Ha medium tank, Type 97-Kai Shinhoto Chi-Ha medium tank, Type 95 Ha-Go light tank

Transports and Tows
0–2 vehicles from: General purpose truck, Light truck, Type 95 Kurogane

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Japanese forces, Pacific Defence (L–R): Corporal, Giretsu *units, Okinawa; Private 2nd Class, 109th Infantry Division, Iwo Jima; Private 1st Class, 1st Takasago Raiding Company, Leyte, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 369:* The Japanese Army 1931–45 (2).

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NEGROS ISLAND, 1945

Elements of the 2nd Raiding Brigade were sent to Bacolod airfield on Negros Island in anticipation of a US landing. Together with elements of the Japanese 77th IJA Infantry Brigade, the mixed Japanese force initially undertook guerrilla operations against the invaders, before going on the defensive. The US 40th Infantry Division was later reinforced by the 503rd Parachute Infantry Regiment, and it was this regiment that was involved in a firefight with their opposing airborne counterparts.

An IJA force for Negros Island must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

NEGROS ISLAND REINFORCED PLATOON

1 First Lieutenant
2 IJA Teishin Shudan paratrooper squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (Artillery)

Infantry
0–4 Infantry squads: IJA Teishin Shudan paratroopers, IJA Infantry, IJA Veteran Infantry, up to a maximum of 2 IJA Island Warfare Rifle squads (note that Infantry and Veteran Infantry squads can be dual-weapon squads, see page 22)
0–2 MMG teams
0–1 Anti-tank team: anti-tank rifle team, suicide anti-tank team
0–1 Mortar team: light, medium or heavy
0–2 Sniper teams

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm, Type 1 47mm
Artillery gun: Type 92 70mm Infantry Gun
Anti-aircraft gun: Type 98 20mm

THE LAST SOLDIER

Many Japanese soldiers were not to learn of the end of the war for many months after Japan's surrender, and some refused to believe it, attributing all attempts to convince them otherwise to enemy propaganda. A few continued to wage a guerrilla war from the jungles for years, but by the 1970s the Japanese believed that all the soldiers left behind in this way had long since either surrendered or died. This was not quite true, however – there was one soldier who continued to fight his one-man war against the occupiers, and his name was Hiroo Onada.

Onada was an Imperial Army Intelligence officer, trained in guerrilla warfare and assigned to Lubang in the Philippines. His orders were to remain on the island no matter what, until the Japanese returned. "It may take three years, it may take five, but whatever happens, we'll come back for you," promised his commanding officer, Major Taniguchi. As it turned out it took 29 years!

When the Americans overran Lubang, surviving Japanese soldiers broke into small groups and took to the jungles and mountains. They continued to fight on, waging a guerrilla war and gathering intelligence, preparing for the return of the Japanese Army to liberate the island. Although the Americans dropped leaflets and newspapers from aircraft in an effort to convince surviving fighters the war really was over, Onada and his comrades refused to believe it. As far as they were concerned it was inconceivable that Japan could have lost the war at all – let alone so soon. These efforts to draw the Japanese soldiers from the jungles continued for many years.

In 1972, long after the authorities had written off all these Japanese soldiers as dead, the last of Onada's companions was killed in a skirmish with a Filipino patrol. This alerted them to the possibility that Onada himself was still alive, but all attempts to find him came to nothing: he was far too skilled in jungle warfare to allow himself to be captured. However, in 1974 he was tracked down, by a student called Nario Susuki. Nario had heard Onada's story and was determined to bring him home. But although he spoke with Onada he was unable to convince the Japanese soldier to surrender. Onada would continue to obey the order given to him by Major Taniguchi, until relieved as promised.

By good fortune Major Taniguchi had survived the war and was able to return to Lubang and order Onada to surrender. And so, in March 1975 Onada donned his uniform and formally surrendered to President Marcos of the Philipinnes, who officially pardoned him for the damage and deaths inflicted during his years of armed resistance.

Onada returned home where he found a different kind of Japan to the one he had known. He was not entirely impressed by his country's newfound role in the world, and was horrified by the lack of discipline and pride amongst the younger Japanese. He went to live in Brazil.

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BATTLE FOR OKINAWA SUGAR LOAF HILL, 1945

Sugar Loaf Hill is a small feature situated on the southern end of Okinawa. The island itself formed part of the triangular defensive network intended to prevent the American forces from reaching the Kiyan peninsula. The 44th Independent Mixed Brigade's 15th Independent Mixed Regiment, under Major General Suzuki Shigeki, with attached Japanese forces from various Army units, was ordered to defend the area against the Sixth US Marine Division. The ensuing battle was extremely costly for both sides.

A Japanese force for Sugar Loaf Hill 1945 must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

Sniper with Arisaka rifle on monopod

SUGAR LOAF HILL REINFORCED PLATOON

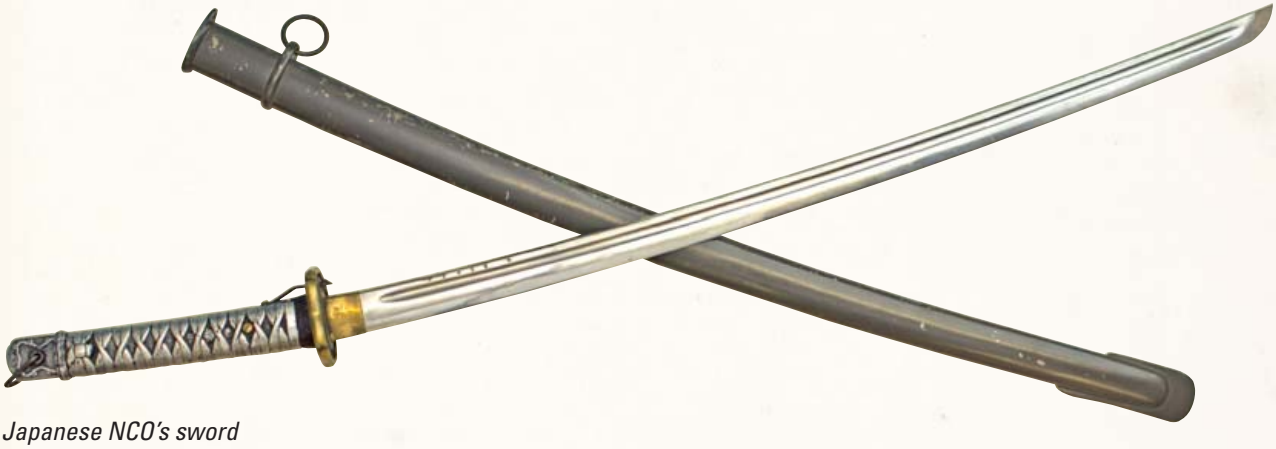
1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (Artillery)
0–1 Kempeitai Political Officer

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, a maximum of 2 IJA Island Warfare Rifle squads, a maximum of 2 Bamboo Spear Fighter squads, a maximum of 2 Militia squads (note that Infantry and Veteran Infantry squads can be dual-weapon squads, see page 22)
0–2 MMG teams
0–2 Anti-tank teams: anti-tank rifle team, suicide anti-tank team
0–2 Mortar teams: light, medium or heavy
0–2 Sniper teams

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm, Type 1 47mm
Artillery gun: Type 92 70mm infantry gun, Type 41 75mm mountain gun
Anti-aircraft gun: Type 98 20mm



Japanese NCO's sword

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GENERAL AMAMIYA'S 24TH DIVISION COUNTER-OFFENSIVE, 4 MAY 1945

The Japanese forces on Okinawa had defended the island doggedly since the American invasion. The Japanese commanders were tired and frustrated, and wanted to strike back at the US forces. General Ushijima ordered the 32nd Army to attack as planned on 4 May 1945.

The counter-offensive of General Amamiya's 24th Division was supported by the 27th Tank Regiment under the command of Colonel Kanayama. In addition, the 24th Reconnaissance Regiment belonging to the 24th Division was equipped with seven Type 94 tankettes.

A 24th Division counter-offensive force must comprise one or more **Reinforced Platoons** picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

24TH DIVISION COUNTER-OFFENSIVE FORCE REINFORCED PLATOON

1 Second Lieutenant
2 IJA Infantry squads

plus:

Headquarters
0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward Observer (Artillery)

Infantry
0–4 Infantry squads: IJA Infantry, IJA Veteran Infantry, a maximum of 2 IJA Island Warfare Rifle squads (note that Infantry and Veteran Infantry squads can be dual-weapons squads, see page 22)
0–2 MMG teams
0–1 Anti-tank team: anti-tank rifle team, suicide anti-tank team
0–1 Mortar team: light, medium or heavy
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm, Type 1 47mm
Artillery gun: Type 92 70mm infantry gun, Type 41 75mm mountain gun, Type 38 (improved) 75mm field gun
Anti-aircraft gun: Type 98 20mm

Armoured Cars and Tankettes
0–1 Armoured car or Recce vehicle: Type 94 tankette

Tanks, Assault Guns, Tank Destroyers and Anti-aircraft Vehicles
0–1 vehicle from: Type 97 Shi-Ki command tank, Type 97 Chi-Ha medium tank, Type 1 Chi-He medium tank, Type 3 Ka-Chi medium amphibious tank, Type 95 Ha-Go light tank, Type 98 Ke-Ni light tank, Type 3 Ho-Ni III tank destroyer, Type 4 Ho-Ro assault gun, Type 98 anti-aircraft truck

Transports and Tows
0–2 vehicles from: General purpose truck, Light truck, Type 95 Kurogane, Type 1 Ho-Ha half-track, Type 1 Ho-Ki carrier
0–1 vehicle from: Type 98 Shi-Ke prime mover, Type 98 Ro-Ke prime mover and Type 98 So-Da carrier

Type 97 Shinhoto Chi-Ha medium tank

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